

# **Blacksmith Trade Manual**

Version 1.4

Owner:

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### === Trade Description ===

The blacksmithing skill allows you to fix equipment. You are required to actively role play the action you are trying to achieve. Sand timers are required to be used to keep track of all times. You cannot begin the timer and then wander off and eat food, walk around camp and talk to people, etc. Die should also be used as counters to keep track of larger projects. Reagents must be traded for, found in-game, or purchased. To "use" a reagent, you must hand it over to a herald at the start of the action that uses the reagent. You cannot use a reagent without first getting the approval of a herald. Only one reagent can be used to reduce timers; effects cannot be stacked. For example, if you can use a reagent to cut a time in half, you cannot use two reagents to cut the time in half again. Reagents must be approved in-game reagents or applicable item cards.

### === Equipment Required ===

- Hammer(s), Big & Small
- Anvil or striking surface
- Bellows or Fan
- Access to Fire/Bucket of Coals (real or simulated)
- Water Bucket filled with water
- Sand Timers
- Additional items encouraged (soldering tool, extra metal, pliers, extra metal, etc)

### ===Time & Actions ===

#### Light the Forge

**Time:** 5 minutes

**Action:** Before a blacksmith can begin forging, repairing, and applying reinforcements, they must make sure their fire is at a substantial temperature and their equipment is laid out for use. This time must be spent roleplaying the preparation and lighting of the coals for the duration. Anytime the blacksmith's equipment is moved, even if just a short distance or to another part of camp, they must perform this action again before performing further repairs or reinforcements.

## Repair Armor

**Time:** 5 minutes per 1 point of armor to repair. You also need to repair previously mended armor even if it has not been depleted again. Each mend strip takes an additional 5 minutes.

**Action:** Armor must be taken off to be repaired. Role play actively repairing the armor. Do not strike/cut/alter the actual armor! Must be near fire and water and use appropriate tools. Any armor mended in the field must have the mending removed before it can be repaired.

### Reagents:

1 Leather swatch = reduce repair time of a single suit of leather armor by half

1 Iron ingot = reduce repair time of a single suit of metal armor by half

## Repair Shields

**Time:** 5 minutes per 1 point of shield to repair. You also need to repair a previously mended shield even if it has not been depleted again. Each mend strip takes an additional 5 minutes.

**Action:** Shields must be taken off to be repaired. Role play actively repairing the shield. Do not strike/cut/alter the actual shield! Must be near fire and water and use appropriate tools. Any shield mended in the field must have the mending removed before it can be repaired.

### Reagents:

1 Wood Plank = reduce repair time of a Buckler, Small or Medium shield by half

1 Iron Ingot = reduce repair time of Large or Tower shield by half

## Repair Bows

**Time:** 5 minutes to repair bow (regardless of if it has been mended or not)

**Action:** Role play actively repairing the bow. Do not strike/cut/alter the actual bow! Must be near fire and water and use appropriate tools.

### Reagents:

1 Wood Plank = reduce repair time of a bow by half

## Reinforce Armor

**Time:** 15 minutes

**Action:** Cannot be done without proper reagents (see below). Armor must be taken off to be reinforced. Role play actively trying to build up, reinforce, or improve the armor. Do not strike/cut/alter the actual armor! Must be near fire and water and use appropriate tools. When complete, a small piece of parchment or linen must be attached to the largest piece of armor and must be worn to gain the benefit. This cloth must have the blacksmith's name and the word "reinforced" on it. Once attached, it allows a single-use point of armor in combat. It is the LAST point lost when struck in combat and does not come back unless reinforced again. For example, a set of leather could be reinforced from 6 to 7 armor. If struck in combat, the "reinforced" point is damaged last and is gone completely if the armor was reduced to 0. If the armor were repaired, it would go back up to 6 points, not 7. Only one armor reinforcement can be worn.

### Reagents:

1 Iron Ingot = required for Medium and Heavy armor, does not alter time.

1 Leather Swatch = required for Garment and Light armor, does not alter time.

## Reinforce Shield

**Time:** 15 minutes

**Action:** Cannot be done without proper reagents (see below). Shield must be taken off to be reinforced. Role play actively trying to build up, reinforce, or improve the shield. Do not strike/cut/alter the actual shield! Must be near fire and water and use appropriate tools. When complete, a small piece of parchment or linen must be attached to the shield. This cloth must have the blacksmith's name and the word "reinforced" on it. Once attached, it allows a single-use point of shield in combat. It is the LAST point lost when cleaved in combat and does not come back unless reinforced again. For example, a large round shield could be reinforced from 3 to 4 points. If cleaved or destroyed in combat, the "reinforced" point is damaged last and is gone completely if the shield is reduced to 0. If the shield were repaired, it would go back up to 3 points, not 4. Only one shield reinforcement can be used on each shield.

### Reagents:

1 Iron Ingot OR 1 Wood Plank = required, does not alter time.